GlobalGuesser App

Student Name: _____ **Date:** _____

Items	Absent (0 Points)	Developing (1 Point)	Accomplished (2 Points)	Exemplary (3 Points)
Commentary and Component Names	App does not appear to include any care toward readability through component names or commentary.	3 - 4 issues with exemplary criteria, which may include any of the characteristics outlined in "Accomplished".	1 - 2 issues with "Exemplary" criteria, which may include any of the following: - Comment may be difficult to find, or may not adequately describe app behavior. - Comment includes incomplete discussion of limitations. - Components have default names.	Submission accounts for ALL of the following: - A clearly-visible comment describes, completely but concisely, the general functionality of the app. - The comment outlines several, if there are any, limitations or bugs within the app. Whether or not additional limitations exist is covered in row 2. - Component names are generally sensible. I don't so much care about things like arrangements, but if there are, say, multiple buttons, they should not be named "button1", "button2", etc.

General Functionality	More than 4 issues with exemplary criteria, which may include any of the characteristics outlined in "Accomplished".	3 - 4 issues with exemplary criteria, which may include any of the characteristics outlined in "Accomplished".	1 - 2 issues with "Exemplary" criteria, which may include any of the following: - Any of the errors outlined in "Exemplary". - Copy-pasted code when a procedure could have been created, or components looped through.	Submission accounts for all of the following: - Can't find any bugs that weren't explicitly outlined in the comments. Some odd things to check: - Does clicking on particular map locations/regions give clearly-incorrect distance output? - Once the user locks in a guess, can their guess still be changed (because this could result in incorrect scoring)? - If the scoring system involves multiple rounds, can the same image/location show up multiple times? - Are there missed opportunities for using procedures and/or lists and loops?
Base Behavior	More than 4 issues with exemplary criteria, which may include any of the characteristics outlined in "Accomplished". Game may not resemble required assignment.	3 - 4 issues with exemplary criteria, which may include any of the characteristics outlined in "Accomplished".	1 - 2 issues with "Exemplary" criteria, which may include any of the following: - User can't change their guess before locking it in if they make a mistake on their first click or drag. - Correct location isn't displayed once guess is locked in. - Final display with both location isn't at proper zoom level for both to show up. - Final distance isn't displayed.	Submission includes all required behavior from assignment sheet (aside from scoring system and aesthetics, which are addressed in following rows).
Scoring System	Only "scoring system" present is a calculation of a distance for each play of the game that is displayed at the end of each turn.	Only scoring system is the storing of the minimum distance achieved from a single play of the game in a TinyDB.	Scoring system is fairly well done but could be so much more. An example may include a final display of total distance "off" after set number of game play throughs.	Scoring system is very advanced, perhaps consisting of "Accomplished" criteria and TinyDB incorporation for high-score storage.

| Aesthetics and Complexity | App looks very thrown-together, and doesn't appear to incorporate aesthetically-pleasing content. | 3 - 4 issues with exemplary criteria, which may include any of the characteristics outlined in "Accomplished". | 1 - 2 issues with "Exemplary" criteria, which may include any of the following:

- "Fixed" sizing of Screen1, or occasional use of pixels for component sizing.

- App looks "just fine" or "odd", in that components have strange sizes or alignment either relative to the entire screen or one another, or it still looks like a work in progress.

- Font is difficult to read due to odd color schemes in backgrounds or components.

- Occasional instances where you must "figure out" what to do next to continue and/or restart. | Submission accounts for all of the following:

- App Screen1 sizing property is set to "Responsive", and pixels are not used for sizing of any components.

- App is above-and-beyond aesthetically-pleasing. No egregious errors in component scaling, weird size differences for similar-behavior components, labels where text is hard to read, etc. Programmer has gone out of their way to make things look nicer than just the basics.

- App use is clear and obvious. At no times do you find yourself wondering what to do to continue and/or restart. |